

CLAIM AMENDMENTS

Claim Amendment Summary

Claims pending

- Before this Amendment: Claims 1-24.
- After this Amendment: Claims 1-7, 9-10 and 13-24

Non-Elected, Canceled, or Withdrawn claims: Claims 8, 11 and 12

Amended claims: Claims 1, 7, 14 and 19

New claims: none

Claims:

1. **(Currently Amended)** A single multi-system video game controller for use with a plurality of different types of host gaming systems that support different USB modes, the multi-system video game controller comprising:

a communication interface to facilitate communication with the plurality of different types of host gaming systems; and

a USB protocol module to utilize a first USB mode during communication with a first host gaming system and a second USB mode during communication with a second host gaming system, wherein:

the USB protocol module is configured to automatically switch to the first USB mode if connected to the first host gaming system and to the second USB mode if connected to the second host gaming system, and
the first and second host gaming systems are different types of host gaming systems.

2. (Original) A multi-system video game controller as recited in claim 1, wherein the communication interface comprises an RF module to facilitate wireless communication.

3. (Original) A multi-system video game controller as recited in claim 1, wherein the communication interface comprises a serial cable to facilitate wired communication.

4. (Original) A multi-system video game controller as recited in claim 1, wherein the first USB mode is low speed USB and the second USB mode is one of full speed USB or high speed USB.

5. (Original) A multi-system video game controller as recited in claim 1, wherein the first host gaming system comprises a console-based gaming system and the second host gaming system comprises a personal computer.

6. (Original) A multi-system video game controller as recited in claim 1, embodied as a general-purpose controller with one or more multi-function actuators.

7. (Currently Amended) A single multi-system video game controller for use with a plurality of different types of host gaming systems comprising:

a processor;

a memory operatively coupled to the processor;

a multi-mode USB interface that switches between different USB modes depending on the type of host gaming system; and

a USB module, operatively coupled to the processor, to facilitate communication in a first USB mode when the video game controller is connected to a first host gaming system and to facilitate communication in a second USB mode when the video game controller is connected to a second host gaming system, wherein:

the first USB mode is a low speed USB mode associated with a console gaming system,

the second USB mode is one of a full speed USB mode and a high speed USB mode associated with a personal computer, and

the USB module includes a host detector configured to detect an identifying request from a host gaming system and in response to the detection, determine whether the video game controller is connected to the first host gaming system or to the second host gaming system, and

the USB module is configured to automatically switch to the first USB mode in an event the host detector detects the first host gaming system and to the second USB mode in an event the host detector detects the second host gaming system.

8. (Canceled)

9. (Original) A video game controller as recited in claim 7, wherein the USB module selects one of the first USB mode or the second USB mode when the game controller is first connected.

10. (Original) A video game controller as recited in claim 7, wherein the USB module selects one of the first USB mode or the second USB mode at a time subsequent to when the game controller is connected.

11. (Canceled)

12. (Canceled)

13. (Original) A video game controller as recited in claim 7, further comprising:

a wireless module to support wireless communication; and
a power source to supply power to the processor, the memory, and the wireless module.

14. (Currently Amended) A video game controller, comprising:

means for determining which of a first host gaming system or a second host gaming system is attempting to establish a USB connection with the video game controller; and

means for utilizing a first USB mode for communication when the video game controller connects with the first host gaming system and a second USB mode for communication when the video game controller connects with the second host gaming system,

wherein, the first and second host gaming systems are different types of host gaming systems.

15. (Original) A video game controller as recited in claim 14, wherein the first USB mode is low speed USB and the second USB mode is one of full speed USB or high speed USB.

16. (Original) A video game controller as recited in claim 14, wherein the utilizing means automatically switches to the first or second USB mode depending upon a determination by the determining means.

17. (Original) A video game controller as recited in claim 14, further comprising means for communicating with one of the first or second host gaming system over a wireless link.

18. (Original) A multi-system video game controller as recited in claim 14, embodied as a general-purpose controller with one or more multi-function actuators.

19. (Currently Amended) A method comprising:

determining, at a video game controller, whether the video game controller is being operatively connected for communication with a first host gaming system or a second host gaming system, wherein the first and second host gaming systems are different types of host gaming systems;

operating the video game controller in a first USB mode when the video game controller is connected for communication with the first host gaming system; and

operating the video game controller in a second USB mode when the video game controller is connected for communication with the second host gaming system.

20. (Original) A method comprising as recited in claim 19, wherein the first USB mode is low speed USB and the second USB mode is one of full speed USB or high speed USB.

21. (Original) A method comprising as recited in claim 19, wherein the first host gaming system comprises a console-based gaming system and the second host gaming system comprises a personal computer.

22. (Original) A method comprising as recited in claim 19, wherein the determining comprises:

receiving a request to identify the video game controller during initial connection; and

ascertaining which of the first or second host gaming systems the video game controller is being connected to based upon the request.

23. (Original) A method comprising as recited in claim 19, further comprising:

setting the video game controller to the first USB mode; and
upon determination that the video game controller is being connected for communication with the second host gaming system, automatically re-setting the video game controller to the second USB mode.

24. (Original) One or more computer-readable media comprising computer-executable instructions that, when executed, perform the method as recited in claim 19.